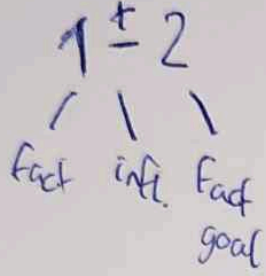
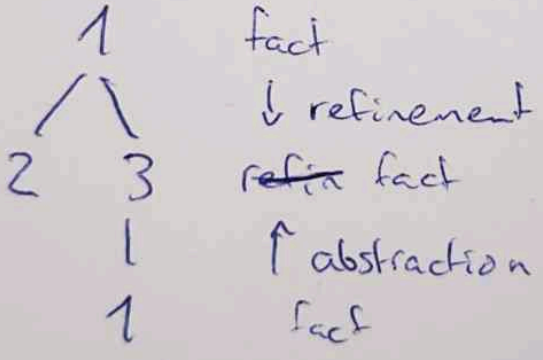
fact = ~~os~~ entity

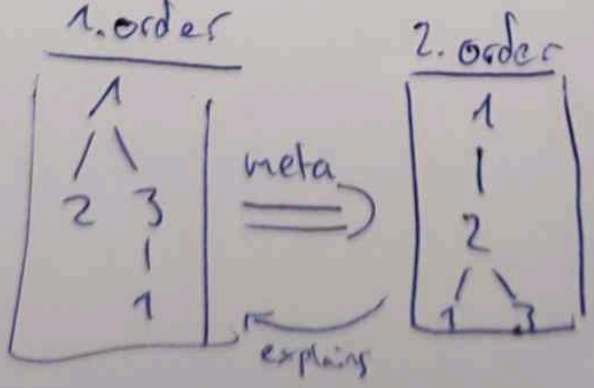



1.2
addition of fact to fact 1

O(1): 1, 1.2, 1.3, 3.1

goal for tools
this for unity




O(2): 1, 1.2, 2.1, 2.3

! cupple w/ goal theory !